

ROGUISH ARCHETYPE: SPELL THIEF



Maybe you grew up around magic, maybe it was part of your daily life, but it never belonged to you. Whether you looked on in fascination or envy, it never belonged to you. Now, be it because you made it so or because the universe finally chose you, it belongs to you.

DRINKING FROM THE SOURCE

The Spell Thief is not your standard spellcaster, they know not the art of weaving spells, nor has nature or gods chosen them. They pull, bend and force energies they don't understand. Trusting that those they follow have figured out all the small details, the Spell Thief simply copies the result.

I CHOOSE ALL MAGIC

Magic is powerful, it gives people, that otherwise would have been inconsequential, the power to change the world. Spell Thieves want or need that power and are willing to cut corners to get what they want.

SPELLCASTING

When you reach 3rd level, you gain the ability to cast spells. See Spells Rules for the general rules of spellcasting.

CANTRIPS

You learn three cantrips of your choice from the wizard spell list. You learn another wizard cantrip of your choice at 10th level.

SPELL SLOTS

The Spell Thief Spellcasting table shows how many spell slots you have to cast your spells of 1st level and higher. To cast one of these spells, you must expend a slot of the spell's level or higher. You regain all expended spell slots when you finish a long rest.

For example, if you know the 1st-level spell charm person and have a 1st-level and a 2nd-level spell slot available, you can cast charm person using either slot.

Spells Known of 1st-Level and Higher

Rogue Level	Spells
3rd	<i>Detect Magic</i>
7th	<i>Enlarge/Reduce</i>
13th	<i>Counterspell</i>
19th	<i>Elemental Bane</i>

SPELLCASTING ABILITY

Intelligence is your spellcasting ability for your spells, since you learn your spells through mimicry and memorization. You use your Intelligence whenever a spell refers to your spellcasting ability.

In addition, you use your Intelligence modifier when setting the saving throw DC for a spell you cast and when making an attack roll with one.

- Spell save DC = 8 + your proficiency bonus + your Intelligence modifier
- Spell attack modifier = your proficiency bonus + your Intelligence modifier

THE SPELL THIEF

Level	Cantrips Known	Spells Known	1st	2nd	3rd	4th
3rd	3	3	2	—	—	—
4th	3	4	3	—	—	—
5th	3	4	3	—	—	—
6th	3	4	3	—	—	—
7th	3	5	4	2	—	—
8th	3	6	4	2	—	—
9th	3	6	4	2	—	—
10th	4	7	4	3	—	—
11th	4	8	4	3	—	—
12th	4	8	4	3	—	—
13th	4	9	4	3	2	—
14th	4	10	4	3	2	—
15th	4	10	4	3	2	—
16th	4	11	4	3	3	—
17th	4	11	4	3	3	—
18th	4	12	4	3	3	—
19th	4	12	4	3	3	1
20th	4	13	4	3	3	1



UNKNOWABLE MIMIC

Starting at 3rd level, when you see a spell cast, you can try to mimic it, adding it to your known spells. As an action, you can add a spell that was cast since your last turn, to your known spell list, if that spell is of a level you can cast. If you would go over the amount of known spells, you can choose a spell to forget. This feature can be performed as a bonus action when you reach level six as a rogue.

THORN OF THE MAGUS

Starting at 9th level, you've learned the ways of dismantling magic. On your turn, as an action, you can cast "Dispel Magic" as if it were a third level spell. You have an advantage if you have to roll an ability check. You can use this feature once per long rest.

MYSTIC SHAWL

Starting at 13th level, you may now as a reaction, add a spell that was cast since your last turn, to your known spell list, if that spell is of a level you can cast. If you would go over the amount of known spells, you can choose a spell to forget. You may do the same whenever you successfully counter using a Counterspell.

ARCANE BANDIT

Starting at 13th level, if you are hidden from a creature when you cast a spell on it, the creature has disadvantage on any saving throw it makes against the spell this turn.

VAGABOND OF THE ARCANE ARTS

Magic is a taut string that takes the simplest hand movement to unleash the full force of. Cutting that string can cause powerful and harmful feedback to its manipulator. At level 17, whenever you successfully counter using a Counterspell, you may as an extension of that, either:

- Immediately cast the spell you countered, by extending spell slots equal to the spell countered.
- Cause the target to take force damage equal to d10 times its spell level.